IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicants: Walker et al.	Group Art Unit: 3713 (anticipated)
	)
	) Examiner: Sager, M. (anticipated)
	)
Application No.: Not Assigned	) **PRELIMINARY AMENDMENT**
	)
	)
Filed: January 24, 2001	) Attorney Docket No. **96-001XX**
	)
	)
For: DATABASE DRIVEN ONLINE	) Walker Digital Corporation
DISTRIBUTED TOURNAMENT	) Five High Ridge Park
SYSTEM	) Stamford, CT 06905
	) Telephone: (203) 461-7306
Customer No.: 22927	) Facsimile: (203) 595-8266

Box Patent Application
Washington, D.C. 20231

Dear Sir:

Please enter the following amendments prior to examination of the above-identified case and prior to calculating the filing fee.

IN THE SPECIFICATION:

After the title on page one please insert the following:

--CROSS REFERENCE TO RELATED APPLICATIONS

The present application is a continuation of U.S. Patent Application 09/028,781 filed February 24, 1998, which is a continuation of U.S. Patent Application 08/635,576 filed April 22, 1996, both of which are incorporated herein by reference.--

IN THE CLAIMS:

Please cancel claims 1-104.

Add new claims 105-123 as follows.

105. A method of conducting a distributed electronic tournament for a plurality of players, comprising:

exchanging information between a central controller and a player located remotely from the central controller, the information (i) being exchanged while the player plays a game in the tournament and (ii) influencing game play; and

storing in a database player information associated with the player, the stored player information being available for use in a subsequent tournament.

106. The method of claim 105, wherein the stored player information comprises at least one of: (i) a player name, (ii) a player address, (iii) a player age, (iv) a player sex, (v) a player preference, (vi) billing information, (vii) a tournament format, (viii) a start time, (ix) a stop time, (x) opponent information, and (xi) a language.

107. The method of claim 105, wherein the game comprises a game of skill.

108. The method of claim 105, further comprising:

arranging for the player to provide payment of an entry fee.

2

109. The method of claim 108, wherein said arranging comprises determining a payment identifier associated with the player, and wherein the player information is associated with the payment identifier.

110. The method of claim 105, further comprising:
arranging for the player to receive a prize based on game play.

111. The method of claim 110, wherein said arranging comprises determining a payment identifier associated with the player, and wherein the player information is associated with the payment identifier.

112. An apparatus for conducting a distributed electronic tournament for a plurality of players, comprising:
means for exchanging information between a central controller and a player located remotely from the central controller, the information (i) being exchanged while the player plays a game in the tournament and (ii) influencing game play; and
means for storing in a database player information associated with the player, the stored player information being available for use in a subsequent tournament.

113. An apparatus for conducting a distributed electronic tournament for a plurality of players, comprising:
a processor; and
a storage device in communication with said processor and storing instruction adapted to be executed by said processor to:
exchange information between a central controller and a player located remotely from the central controller, the information (i) being exchanged while the player plays a game in the tournament and (ii) influencing game play; and
store in a database player information associated with the player, the stored player information being available for use in a subsequent tournament.

114. A medium storing instructions adapted to be executed by a processor to conduct a distributed electronic tournament, said method comprising:

exchanging information between a central controller and a player located remotely from the central controller, the information (i) being exchanged while the player plays a game in the tournament and (ii) influencing game play; and

storing in a database player information associated with the player, the stored player information being available for use in a subsequent tournament.

115. A method of conducting a distributed electronic tournament for a plurality of players, comprising:

determining a first set of players and a second set of players, each of the first set of players and the second set of players including a plurality of players;

arranging for the first set of players to play a first game in a first tournament round;

arranging for the second set of players to play a second game in the first tournament round;

determining a subset of the first set of players based on a first game result of the first game;

determining a subset of the second set of players based on a second game result of the second game; and

arranging for the subset of the first set and the subset of the second set to participate in a second tournament round.

116. The method of claim 115, wherein the first game and the second game comprise a game of skill.

117. The method of claim 116, wherein the game of skill comprises a trivia game.

118. The method of claim 115, wherein the subset of the first set of players and the subset of the second set of players each comprise a single player.

119. The method of claim 115, further comprising:

arranging for players to provide entry fee payments.

120. The method of claim 115, further comprising:

arranging for at least one player to receive a prize based on game play.

121. An apparatus for conducting a distributed electronic tournament, comprising:

means for determining a first set of players and a second set of players, each of the first set of players and the second set of players including a plurality of players;

means for arranging for the first set of players to play a first game in a first tournament round;

means for arranging for the second set of players to play a second game in the first tournament round;

means for determining a subset of the first set of players based on a first game result of the first game;

means for determining a subset of the second set of players based on a second game result of the second game; and

means for arranging for the subset of the first set and the subset of the second set to participate in a second tournament round.

122. An apparatus for conducting a distributed electronic tournament, comprising:

a processor; and

a storage device in communication with said processor and storing instruction adapted to be executed by said processor to:

determine a first set of players and a second set of players, each of the first set of players and the second set of players including a plurality of players;

arrange for the first set of players to play a first game in a first tournament round;

5

arrange for the second set of players to play a second game in the first tournament round;

determine a subset of the first set of players based on a first game result of the first game;

determine a subset of the second set of players based on a second game result of the second game; and

arrange for the subset of the first set and the subset of the second set to participate in a second tournament round.

123. A medium storing instructions adapted to be executed by a processor to conduct a distributed electronic tournament, said method comprising:

determining a first set of players and a second set of players, each of the first set of players and the second set of players including a plurality of players;

arranging for the first set of players to play a first game in a first tournament round;

arranging for the second set of players to play a second game in the first tournament round;

determining a subset of the first set of players based on a first game result of the first game;

determining a subset of the second set of players based on a second game result of the second game; and

arranging for the subset of the first set and the subset of the second set to participate in a second tournament round.
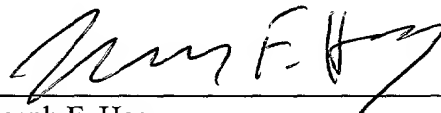
R E M A R K S

The present application is a continuation of U.S. Patent Application No. 09/028,781, which was allowed on October 24, 2000. Claims 1- 104 have been canceled without prejudice or disclaimer to the underlying subject matter. Applicants reserve the right to pursue the subject matter of the original claims in this application and in other applications. Claims 105-123 have been added, and claims 105-123 are pending in this application. No new matter has been added.

Please charge any fees that may be required for this Response, or credit any overpayment to Deposit Account No. 50-0271. Furthermore, should an extension of time be required, please grant a petition for any extension of time which may be required to make this Response timely, and please charge any fee for such an extension to Deposit Account No. 50-0271. A duplicate copy of this authorization is enclosed for such purposes.

Applicants respectfully request favorable consideration and early passage to issue of the present application. If there are any questions regarding the present application, the Examiner is invited to contact Applicants' undersigned attorney using the contact information provided below.

Respectfully submitted,

January 24, 2001
Date

Joseph F. Haag
Attorney for Applicants
Registration No. 42,612
Walker Digital Corporation
Five High Ridge Park
Stamford, CT 06905
Telephone: (203) 461-7306
Facsimile: (203) 595-8266
jhaag@walkerdigital.com